



Atom

Valhalla is edited by John Koning and Chris Wagner, and published by Koning on a tri-weekly schedule. Material pertaining directly to Valhalla or to the game it carries should be sent to Koning; material pertaining to reader service departments should be sent to Wagner, unless otherwise indicated. Subscriptions are \$2.00 per year from Wagner. Make checks payable to Project Analysis Corporation.

# VALHALLA

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This is the first issue of Valhalla (dated 13 April 1968), a small, frequent magazine designed to 1) act as a clearing house of postal diplomacy and 2) offer a number of reader service departments too bulky to be handled in Strategy and Tactics. This first issue is dedicated primarily to Diplomacy, but subsequent issues will be divided half-and-half between Diplomacy and more general wargamer departments.

Since most of the readers receiving this first issue will be old hands at wargames, but only marginally familiar with Diplomacy, a number of features aimed at acquainting subscribers with the postal diplomacy field are offered. Basic to an understanding of Diplomacy, of course, is the game itself (available at \$7.50 postpaid from Games Research Inc., 48 Wareham St., Boston, Mass. 02118, and at a number of large department and hobby stores across the country). In addition, we offer this issue a rundown of the editions to and interpretations of the basic rules that are used in (this particular magazine of) postal diplomacy. To illustrate the postal game at its best, we offer a new diplomacy game, featuring seven of the most proficient players around. Violence commences in issue #2. Further on is a directory of all present postal diplomacy bulletins, and at various points in the magazine are a few other service features or advertisements.

Entries for the Permanent Listings and Postal Locator have not been entirely collated. They will appear beginning next issue. Readers who have not submitted listings are reminded that there is no charge, and in fact it is not necessary to subscribe to either S&T or VALHALLA to be listed. There are two types of listings:

Permanent Listings: designed to develop local groups and bring together wargamers in each area. Send a 3x5 card with the following data: Name, address, age, phone number (op-

tional), AH and other board games played, period and scale for games played with miniatures, period and scale for naval games, and other relevant data. This information will be run for six months.

Postal Locator: designed to provide those seeking postal-play opponents the opportunity to find them without sorting through a myriad of other information. Send name, address, and age, plus a list of those games you desire to play-by-mail now. Your data will be run in the next two issues only. If you still desire postal games, you may again enter your "ad."

And, REMEMBER: send data for listings to Chris Wagner.

Finally, the editors would be indebted to readers for suggestions on further reader service departments. We don't guarantee we'll run them, but we'll do our best.

(1) All rules of Diplomacy as given in the Games Research Rulebook will be followed, except where contradicted and as interpreted below.

(2) Each player must sign his own moves, and submit them in a separate envelope. While written moves delivered through regular post office channels are preferred, moves may be phoned in, telegraphed in, or delivered by courier.

(3) All deadlines are receipt deadlines.

(4) Missed moves put a country temporarily in a state of civil disorder. During such a state, routed pieces are destroyed. No replacement player system is used, under the assumption that when a player contracts to play a country he may do anything he pleases with it. If a player feels he must resign, however, he may nominate a successor, or ask the Gamesmaster to find him one. No automatic replacements will be provided, however.

(5) Moves may be revised any time up to the deadline. Deadline dates will almost without exception fall on Saturday. Moves will be accepted by phone up to midnight of the deadline date. When phoning in orders, however, keep in mind that it is not the Gamesmaster's duty to make himself available to accept phone calls, and that the mails are a better way to submit moves.

(6) Attempts to deceive the Gamesmaster will result in disaster.

(7) The Koning Rule is used. This means that a unit attempting to enter province A, if routed by an attack coming from province A, does not prevent another unit for entering province A from a different direction.

(8) Support by fleets in split provinces: The Rulebook states that a unit may give support only into a space that is "one to which the supporting unit could have made a move if unopposed by other units." Therefore, a fleet on the South Coast of Spain cannot give support into Gascony. Ditto all like situations. Since a Fleet in Gascony could, if unopposed, move to Spain, it may of course give support into Spain -- even to a Fleet moving to the South Coast of Spain (which coast a Fleet Gascony could not reach).

(9) Brannan's Rule is used. This rule states that a convoyed attack is assumed to come from the direction of the last convoying piece.

(10) Convoying between contiguous provinces is permitted. If a player wishes he may convoy an Army from Belgium to Holland via the North Sea, even though, by the Brannan Rule, this could cut Holland's support for an attack on Belgium.

(11) The Coastal Crawl is played. That is, the following moves (and similar ones) are legal: F Spa(sc)-Por; F Por-Spa(nc). The Coastal Crawl, however, is only permitted in provinces with split coastlines, and is possible only with two fleets... since armies do not move along coastlines.

(12) Exchange of provinces via convoy is permitted. That is, A Bel-Lon, F Eng (C) A Bel-Lon, and A Lon-Bel, F Nth (C) A Lon-Bel would both succeed.

(13) The Surrounded Force Attacked on Two Sides. If a force is in a province attacked by two equally supported forces (either of which could dislodge it if unopposed) a standoff occurs in the province. Since a piece can be routed only by being displaced by a successfully attacking piece, the piece in the attacked province remains where it is.

(14) The "Chalker Rule" is not played. A country may "attack" its own position, with support, in order to stand off a supported attack by an enemy (or friend).

(15) The Spring Raid. Forces of any country may move into supply centers in the Spring, and out again in the Fall, without affecting the ownership of these centers. Ownership changes only when a piece sits in a previously foreign (or un-) owned center after a Fall move, complete with retreats, has been played.

(16) The cutting of the cutting of support. A piece may successfully cut support by attacking province A, even when it is itself routed by an attack from province C (i.e., the French move A Bur-Mun will cut the support "A Mun (S) A Kie-Ruhr" even with the successful German move "A Bel-Bur, A Pic (S) A Bel-Bur.") It would not, of course, cut the support "A Mun (S) A Pic-Bur.") A player does not cut the support given by his own pieces when he attacks their positions.

(17) Retreats. A player may exercise the option to remove a routed piece rather than retreating it. This will mean that when a routed piece has only one retreat, the Gamesmaster will retreat it to keep the game moving, and give the player concerned about 10 days to notify him if he wants it removed rather than retreated. The removal option will alleviate the sorrow, to some extent, of the player who has two retreats to make and only one open province. Of course, if two pieces are ordered to retreat to the same province, both are annihilated.

(18) The Miller Rule is not played. A unit may give support for an attack on province A, even when routed by an attack from province A. Support is cut only by an attack from the side (from a space other than the one into which support is being given).

(19) The Victory Criterion. Victory occurs in a game whenever (Spring, Fall, Winter, complete with retreats) one Power has the majority (more than half) of the pieces on the board... regardless of whether or not he has a majority of the supply centers.

(20) Errors should be pointed out immediately. If promptly caught, they will be corrected. Errors more than one game year old will stand, but will not establish a precedent for future rulings.

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#### A L L   E U R O P E   A T   P E A C E

GENEVA (DWE) Across the United States and Canada, 102 simultaneous European wars go on. Cellar commandos from San Diego to Scarborough sharpen their knives, watch their mailboxes intently, and spend hours pushing gaily colored wooden blocks around on maps. Friendships are destroyed, academic relationships distorted, international harmony disrupted whenever a new issue of a "postal diplomacy" magazine comes out.

But amid this insanity, at least one version of Europe remains at peace. In idyllic Valhalla there is a Europe where the clocks have been turned back to 1900, the battle scars erased, and war forgotten. Truly, the millenia has arrived, and peace reigns supreme.

And yet, there are always ambitious men, men who lust for power regardless of the cost, men who would throw away armies and navies as though they were chips of wood to achieve their ends.

Already, rumors have reached our ears that certain unscrupulous blackguards, not satisfied with the damage being done to Europe in countless other wars, are preparing to plunge the world into yet another horrifying conflict. Certain men, already well-known as warmongers and diplomats of the worst sort, are daily seen before their mirrors, practicing looks of innocence, warm handshakes, and friendly pats on the back. These same men can at other times be seen in their basements, sharpening knives and practicing certain motions not approved of on the dueling courts. It does not look so good after all.

A list of suspicious characters is appended to the next page. Watch them carefully.

"Winter 1900, Game 1968AB"

COUNTRY	PLAYER	PHONE & HOURS
ENGLAND	Charles N. Reinsel 120 8th Avenue Clarion, Penna. 16214	814 226-7205 6 pm to 9 pm
FRANCE	James Latimer Merrimack College Austin Centre, Room 265 No. Andover, Mass. 01845	
	BUT -- April 12 to 20 4011 Silver Hill Rd. Suitland, Maryland 20023	301 423-3062
GERMANY	Larry Peery 4567 Virginia Ave. San Diego, Calif. 92115	714 583-6036
ITALY	John A. McCallum "A Qtrs," S.E.S. Ralston, Alberta Canada	201 Local 279 (office hrs) 201 Local 240 (other)
AUSTRIA	Jerry E. Pournelle 12051 Laurel Terrace Studio City, Calif. 91604	213 761-2018 10 pm to midnight
RUSSIA	John Smythe 621 E. Prospect Girard, Ohio 44420	216 545-3058 Evenings
TURKEY	Monte Zelazny P.O. Box 1062 Melbourne, Florida 32901	1-305 723-8241 6 pm to 9 pm, EST

- - - - - DEADLINE FOR "SPRING 1901" ORDERS IS SATURDAY, 4 MAY 1968 - - - - -

#### A WORD ABOUT THE PLAYERS

Charles N. Reinsel, for over two years editor of Big Brother, is one of diplomacy's most active players. He has one win (as Russia) and one tie (as France) to his credit. He teaches mathematics and the natural sciences in Clarion's High School.

James Latimer, also extremely active, has won one game (also as Russia), and tied once (as Germany). Jim is a student at Merrimack College.

((continued on page 7))

Larry Peery, San Diego's most prolific press release writer (and perhaps the world champion), edits the fine Xenogogic. Larry once said his ambition was to top the rating lists without ever winning a game. He is poet laureate of San Diego, and is presently translating Bonnie and Clyde into a musical.

John A. McCallum, a player whose ability has been respected since his first game in 1964, edits the incomparable Brobdingnag. He has won once (as Austria) and tied (as England). John works for the Suffield Experimental Station in some capacity he has never specified.

Jerry E. Pournelle, who proceeded to win the first two games he entered (as Italy and as Turkey) has acquired a fearsome reputation as a player. In his spare time he is a Professor of Political Economy at Pepperdine College.

John Smythe, until he was recently equalled by Charles Wells, was long diplomacy's all-time high game winner. He has won four games (twice as Italy, once as Austria and once as England) and tied (as Turkey) with McCallum and Reinsel not long ago. He was the original editor of Trantor (now part of STab), the fourth postal diplomacy magazine ever published (back in 1964). John is an Economics instructor at Youngstown State University, but soon plans to continue work on his doctorate.

Monte Zelazny, proceeded to build his reputation by winning the first two games he finished (as Germany and as Austria) and coming in second in his third (as Russia). He edits Aeolus, 1968's brightest new magazine.

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INTERESTED IN OTHER POSTAL DIPLOMACY MAGAZINES?

Pages 8 to 10 of this issue feature a directory of all current diplomacy magazines. There are 26 of them. While it is highly likely that you will want to subscribe to one or more of them, it may be hard for you to decide on one, and writing for samples can be a chore.

To give you some idea of the variety and excellence to be found in the postal diplomacy field, Valhalla has arranged with the editors of some of the best journals to secure a few copies of each issue as it is produced. These issues are sorted and combined into bundles containing 5 or 6 of the top current magazines, and offered to Valhalla readers for 60¢. By sending for such a bundle you have the chance to see at one time, and low cost, a variety of good postal diplomacy magazines, and in this way more intelligently decide which magazine or magazines can best serve your needs.

To secure your bundle of diplomacy 'zines, send 60¢ in stamps (10 sizes or 6 ten-cent airmail will do nicely) to: John Koning, 2008 Sherman, Apt. 1, Evanston, Illinois 60201.

# A DIRECTORY

## OF POSTAL DIPLOMACY MAGAZINES

The number following each magazine is the latest issue received here. Game fees are noted for some magazines, but game openings are known to exist only where mentioned. (Future issues of Valhalla will carry news of all game openings.) Most editors will supply sample copies at the subscription rate. To be safe, inquire first.

Adag 27 -- Harold "Hal" Naus, 681 I Street, Space B-11, Chula Vista, Calif. 92010. Monthly. Dittoed. 10/\$1. Features regular and variant games, conscientiously run. Though no game openings exist at present, the editor plans on opening new games when a few more of the dozen he now runs have finished.

Aeolus 3 -- Monte Zelazny, P.O. Box 1062, Melbourne, Fla. 32901. Appr. monthly. Excellent quality mimeo. 10/\$1.50. The best new magazine to appear in quite some time, and one of the front runners in the field, Aeolus displays a maturity that makes older magazines blush. Always interesting reading. Games by invitation only.

Armageddonia 33 -- Charles Turner, 24 Boyd Court, Pleasant Hill, California 94523. Bi-weekly. Beautiful ditto. 5/\$2. While a competently run magazine, Arma has a policy of discouraging subs, hence the exorbitant subscription rate. No game openings. May cease publication in September.

Big Brother 58 -- Charles N. Reinsel, 120 8th Ave., Clarion, Penna. 16214. Bi-weekly. Ditto. Always on schedule, BB does not accept subscriptions, but goes only to players and trades. No game openings at present, but \$6 for first game when available.

Brobbingnag 81 -- John A. McCallum, "A Qtrs," S.E.S., Ralston, Alberta, Canada. Irregular. Mimeo. 10/\$1. The second oldest active magazine, Though carrying no games at present, Brob remains the magazine of intelligent, literate discussion of the diplomacy field. A must for newcomers. Will resume bi-weekly publication for the summer when it temporarily takes over the Graustark and/or Erewhon games. May begin a game in fall, but plans for that period are indefinite. Get it!

Cerebral Nebula 12 -- Greg Long, 3526 S.W. 112, Seattle, Wash. 98146. Highly irregular. Ditto. 10/\$1. Game Fee \$3. CN has just reappeared after a long absense. Not recommended until it finds its feet again.

Costaguana V3N4 (#33) -- Conrad F. von Metzke, 5327 Hilltop Dr., San Diego, Calif. 92114. Bi-weekly. Ditto. 10/\$1. Game fee \$3. for first game, \$2 thereafter. At press time Conrad still had 2 openings left in his third game. Costa has reappeared after a lengthy absense, still as eruberant and enjoyable as ever. Good reading.

Diplomania 18 -- Don Miller, 12315 Judson Rd., Wheaton Md., 20906. Monthly to Bimonthly. Mimeo. 10/\$1, 40¢ for sample copy. Fine discussion of regular and (especially) variant diplomacy. Miller handles the numbering for all variant games, and his magazines are a clearing house for information on them. Also in the Diplomania family: Diplophobia, Hydrophobia (see below).

Diplophobia 23 -- Don Miller, address above. Bi-weekly. Mimeo. 10/\$1.25 (1st class), 10?\$/1 (3rd class, 2 issues at a time). Carries the regular diplomacy games run by Miller. No games open at present, but will open more as soon as some of the present 24 end.

Efiart 5 -- Doug Beyerlein, 3934 S.W. Southern, Seattle, Wash. 98116 Mimeo. Tri-weekly (?). 5/\$1. Game fees \$3. No game openings at present, and the sub rate is a bit steep for the magazine's size (4-6 pages).

Erewhon V2N9 (#21?) -- Rod C. Walker, 1611 Lowry Dr., Bantoul, Ill. 61866. Monthly. Mimeo. 5/\$1. Regular and variant games. Game fee \$4. A BIG magazine, well worth the investment for the reading alone. Wild, Wild, WILD!

Glockorla 16 -- Dave Lebling, Box 2234, Burton House, 420 Memorial Drive, Cambridge, Mass. 02139. Tri-weekly. Mimeo. 10/\$1. Economic diplomacy and Indianomacy (a variant based on American Indians). Usually quite interesting. Carries the Lebling rating (mean rate of growth) system.

Graustark 156 -- John Boardman, 592 Sixteenth St., Brooklyn, N.Y. 11218. Bi-weekly. Mimeo. 10/\$1. The magazine that started it all, the oldest Postal Diplomacy Bulletin, Grau never shows its age. It carries many interesting features, good press releases, and often prints information of interest to new diplomacy players. A very good buy.

Hydrophobia 3 -- Don Miller, address above. Arrangements same as for Diplophobia. Carries Miller's variant games.

Jutland Jollies 12 -- (Derek Nelson and) Bob Lake, Apt. #904, 35 Esterbrooke Ave., Willowdale, Ontario, Canada. Tri-weekly. Mimeo. 10/\$1. An unique publication, featuring excellently run games and interesting features like Expo 67 tour reports, latest news from the Great Beer Wars, and insults aimed at John Koning.

La Guerre -- Buddy Tretick, 3702 Wendy Lane, Silver Spring, Md. 20906 Announced but as yet unseen magazine of variants. Write Buddy for information.

Lonely Mountain 41 -- Charles Wells, 3678 Lindholm Rd., Cleveland, Ohio 33120 (address good until end of April). Irregular (every 5 or 6 weeks). Multilith & ditto. 20¢ an issue. LM is the only diplomacy magazine specifically designed for dibitzers. Moves in each game are illustrated on well-reproduced maps. Plenty of material. Good for learners... and for experts.

The Lost Ones 6 -- Stephen P. Hueston, P.O. Box 25, Zenith, Wash. 98073. Tri-weekly (?). Mimeo. 10/\$1. New magazine with much promise. May have openings in regular diplomacy, plans to run a variant game. Write for information.

Marsovia 23 -- Robert J. Ward, 2704 S St., Sacramento, Calif. 95816. Extremely irregular. Ditto. Carries one game, at a very slow pace. Better write Ward, if interested in subscribing.

Miskatonic University 38 -- Anders Swenson, 145 Ponderosa Lane, Walnut Creek, Calif. 94598. Bi-weekly to monthly. Ditto. 10/\$1(?) Carries two regular games, and several "Napoleonic Diplomacy" variants (five man game omitting Germany and Italy). Often mailed with Armageddonia but available separately.

The Oz Free Press 2 -- Rod C. Walker, address under Erewhon. 10/\$1. Mimeo. Chronicles the progress of a wild variant called Das Dippy-spiel, covering the entire world, and featuring 27 of the best players available. Wild press releases, interesting game. Maps for 50¢ a set. (Play in TOFP is by invitation only.)

sTab 47 -- John Koning, 2008 Sherman, Apt. 1, Evanston, Ill. 60201. Tri-weekly. Mimeo. 10/\$1 or 17/\$1 to Valhalla subscribers (see information elsewhere in this issue). Incorporates the former magazines Trantor, Massif, and Orthanc. Features articles on rating systems, strategy, rules disputes, etc. Games by invitation only. Also carries game numbering rosters and roster changes. In the opinion of some, a good buy.

Thulcandra 5 -- Terry Kuch, 1910 13th St. N., Apt. 204, Arlington, Va. 22201. Bi-weekly, Xeroxed. Not available by subscription. The Mensa Diplomacy Bulletin. Carries one game only.

Wild 'n Wooly 119 -- Charles Brannan, 2542 N.W. Vaughn, Portland, Oregon 97210. Irregular. Ditto or mimeo. At one time, 20/\$1... inquire first. The magazine that pioneered multi-game magazines (previous to WnW, each magazine carried only one game), and at one time published every 9 days. Unless you're a player, however, there isn't much there to read, and there are no game openings.

Xanadu 3 -- Norman McLeod, 906 Kimberwicke Rd., McLean, Virginia 22101. Tri-weekly (?). Mimeo. 10/\$1.25. Sample, 15¢. Game fee \$3. Still a few openings in the last game, at press time.

Xenogogic 12 -- Larry Peery, 4567 Virginia Ave., San Diego, Calif. 92115. Monthly. Ditto. 10/\$2. No game openings at present (except in a reportedly complicated thing called "Diplomatic Monopoly"). A pleasing pot pourri of light-hearted humor and serious political discussion (and often light-hearted political discussion and serious humor). Worth its price for the reading matter alone.

Recommendations follow on page eleven.

RECOMMENDED READING AMONG DIPLOMACY MAGAZINES

Essential Serious Diplomacy Magazines

Brobdignag  
Aeolus  
Graustark  
Lonely Mountain  
Diplomania  
sTab

Variant Magazines

Hydrophobia  
Erewhon  
Xenogogic  
Glockorla  
La Guerre (?)

Other Magazines of Reader Interest

Xenogogic  
Jutland Jollies  
Costaguana  
Erewlon  
The Oz Free Press

Dependable games, when available

Big Brother  
Adag

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SPECIAL OFFER TO VALHALLA SUBSCRIBERS WHO ACT IMMEDIATELY:

1 YEAR (17 ISSUES) of STAB → \$1

Though normally running \$1.75 a year, Valhalla subscribers can secure a 17 issue subscription to one of diplomacy's leading journals by acting before 11 May 1968.

sTab is a consolidation of several earlier diplomacy magazines, which live on as subsections of sTab. Within its pages you'll find Trantor, the third oldest surviving magazine; Massif, the fifth oldest surviving magazine, and Orthanc, now completing its third year.

Games in sTab are by invitation only, so in its six regular games and two (three-man) variants you'll find many of the best known players around. Also featured in most issues are statistical discussions of and proposals for rating systems, rules controversies, the official rosters of all postal diplomacy games, and much more.

Act today! Send \$1 to: John Koning, 2008 Sherman, Apt. 1, Evanston, Illinois 60201.